Unity asset - RealToon Pro AnimeToon Shader v5.0.9

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Unity asset - RealToon Pro AnimeToon Shader:

RealAnime is an advanced shader designed to bring characters and objects to life with a realistic anime/cartoon aesthetic. Whether for games, film/animations, or illustrations/arts, RealAnime offers unparalleled versatility and stylized looks. Compatible with Unity's render pipelines, including Built-in, Universal, and High Definition, RealAnime ensures seamless integration across various platforms and rendering paths.

- **Wide Render Pipeline Compatibility:** Supports Built-in, Lightweight/Universal, and High Definition render pipelines, catering to diverse project requirements.
- **Rendering Path Support:** Compatible with Forward, Forward+/Forward Plus, and Deferred rendering paths, offering flexibility in rendering approaches.
- **Cutting-Edge Technology:** First anime/toon shader to fully support Unity's HDRP and DXR/Ray Tracing, along with Forward+ Rendering path (URP) and APV (Adaptive Probe Volume).
- **Versatile Styling Options:** RealAnime offers Anime/Toon/Stylized/Cel shading capabilities, enabling users to achieve a wide range of artistic styles.
- **Platform Compatibility:** Supports Unity versions from 5 to the latest iterations, ensuring compatibility with PC, Mac, Linux, Mobile, Consoles (Nintendo Switch, Xbox), and PlayStation (RealToon URP and RealToon HDRP).
- **Fully Multi-Lighting:** Seamlessly integrates with various lighting setups for enhanced visual fidelity.

Advanced Features:

- **Smooth Object Normal:** Enhance shading quality with smooth object normals.
- **Self Shadow:** Adjust shadow size, threshold, and hardness without relying on texture maps.
- **Normal Map:** Override object normals for added detail.
- **FReflection:** Utilize images/textures for reflections, with adjustable size and position.
- **Outline:** Customize outline color, width, and noise/distortion for dynamic sketch-style outlines.
- **Gloss (Texture):** Use images/textures as gloss, with options to follow light position and object rotation.
- **ShadowT (Texture):** Apply gradient or flat-based shadow/shade effects.
- **RealAnime Refraction:** Achieve anime/cartoon-style glass, ice, liquid effects.
- **Reduce Shadow:** Minimize real-time shadow impact on specific object materials without affecting other parts.

Conclusion: RealAnime sets a new standard for advanced anime/toon shaders, offering unprecedented customization options and compatibility across Unity's render pipelines and platforms. With its extensive feature set and commitment to performance and realism, RealAnime empowers creators to bring their characters and environments to life in a captivating anime/cartoon style.

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